AMENDMENTS TO THE CLAIMS

The listing of claims below will replace the claims as previously entered.

1. (Currently Amended) A game system for playing a battle game in which a character which is an operation target of a player and an opponent make an attack on each of other based on information recorded in a character card and an attack content card, the card game system comprising:

a reading device configured to read the information recorded in the character card and the attack content card;

a character information storage device configured to store character information that is information about offensive abilities of the character in association with character identification information for identifying a type of the character;

an attack content information storage device configured to store information about a degree of difficulty of an attack, content of the attack, and attack information including a magnitude of the attack on the opponent made according to the attack content in association with attack content identification information for identifying a type of the attack content;

a control information storage device configured to store attack control information set based on the information about the offensive abilities and the information about the degree of difficulty in association with the character identification information and the attack content identification information,

wherein the character identification information is stored in the character card corresponding to the character identification information, and

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wherein the attack content identification information is stored in the attack content card

corresponding to the attack content identification information,

the card game system further comprising:

a character setting device configured to set, when the character identification information

stored in the character card is read by the reading device, the character identification information as

the operation target;

an attack control device configured to read, when the attack content identification

information stored in the attack content card is read by the reading device after the character

identification information is set by the character setting device, the attack control information

associated with the attack content identification information and the character identification

information set as the operation target from the control information storage device, to read the

magnitude of the attack associated with the attack content identification information from the attack

content information storage device, and to control the magnitude of the attack based on the attack

control information;

a result device configured to obtain a status result that can influence the opponent according

to the magnitude of the attack controlled by the attack control device; and

a control information update device configured to read, when the specific conditions

corresponding to the character identification information and the attack content identification

information are satisfied, the attack control information associated with the character identification

information and the attack content identification information corresponding to the specific

conditions from the control information storage device to change a content of the attack control

information, and to update the content of the attack control information to the changed content of

the attack control information.

2. (Currently Amended). The card game system according to claim 1, wherein the attack

control device controls the magnitude of the attack based on the attack control information when the

attack content identification information stored ~~recorded~~ in the attack content card is read within a

specific time during the battle game.

3.   (Previously presented)   The card game system according to claim 1, wherein the control

information update device changes a degree of a change of the attack control information in the case

that the specific conditions are satisfied, based on the obtained content of the attack control

information.

4.   (Previously presented) The card game system according to claim 1, wherein

the control information update device updates a content of the information about the

offensive abilities stored in association with the character identification information corresponding

to the specific conditions when the specific conditions are satisfied, and

the control information update device obtains the attack control information, based on the

updated content of the information about the offensive abilities and on the information about the

degree of difficulty stored in association with the attack content identification information

corresponding to the specific conditions, and updates the content of the attack control information

stored in association with the character identification information and the attack content

identification information corresponding to the specific conditions to a content of the obtained

attack control information.

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